PLAYBOOK

989 SPORTS®

WORLD TOUR

SOCCER 2003

EVERYONE

E

CONTENT RATED BY ESRB

FIFPro

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

WORLD TOUR SOCCER 2003 TIPS AND HINTS

PlayStation 2 Hint Line
Hints for all games produced by SCEA are available:

Within the US **1-900-933-SONY (1-900-933-7669)**
$0.95/min. auto hints (All prices subject to change)

Within Canada: **1-900-451-5757**
$1.50/min. auto hints (All prices subject to change)

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)**
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM-6:30 PM PST, 365 days a year (including holidays).

PlayStation **www.usplaystation.com and www.989sports.com**
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation computer entertainment systems.

TABLE OF CONTENTS

Getting Started 2
Starting Up 3
Saving Data 3
Game Controls 4
Playing The Game 6
- Strategies 6
- Shot Types 6

Using Profiles 11
Exhibition Match 11
- Team Selection 13
- Controller Assign 13
- Team Management 14

Competitions 16
- Season 16
- Competitions 20
- Custom/Special 21
- Career Mode 22
- Challenge Mode 22

Options 22
Custom Teams 25
- Edit Team 25
- Load Team 29
- Delete Team 29
- Reset Teams To Default 29

MEMORY CARD (8MB)(for PlayStation 2) 29
- Create Profile 29

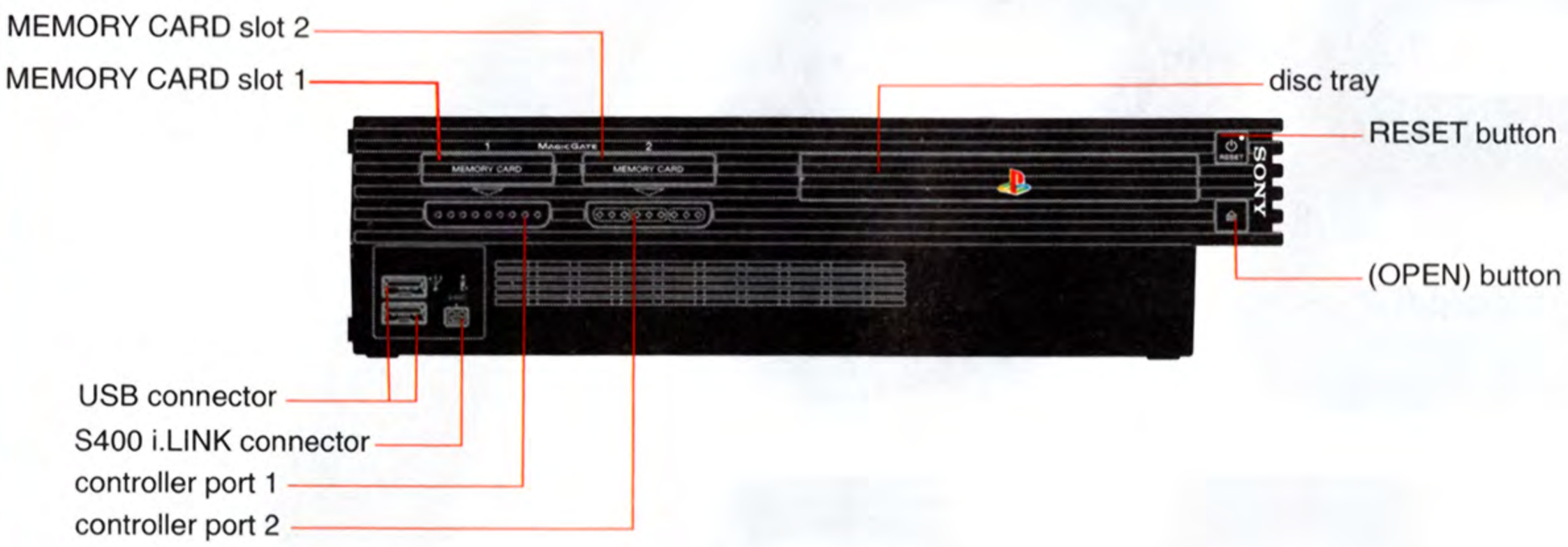
Records 30
- User Record Options 30

Credits 33

WORLD TOUR SOCCER 2003

GETTING STARTED

PlayStation®2 Setup



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the World Tour Soccer 2003 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 Analog Controller

L2 button
L1 button
directional buttons
left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode switch
START button
right analog stick
(R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

MULTITAP

When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1-A or 2-A.

SAVING DATA

You must insert your MEMORY CARD (8MB)(for PlayStation 2) before you save or load a file. World Tour Soccer 2003 saves user-defined options and all data for Competitions, Settings, and Profiles. 157KB-351KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save Competition data, 242KB-358KB are needed for Settings data, and 108KB of memory is needed to save Profiles. If you don't use a MEMORY CARD (8MB)(for PlayStation 2), all World Tour Soccer 2003 data will be lost when you turn OFF your PlayStation 2 console. See *MEMORY CARD (8MB)(for PlayStation 2)* on page 29 for more information.

WORLD TOUR SOCCER 2003

GAME CONTROLS

Offense

	Move player	← / → / ↑ / ↓ or left analog stick
	Shoot (pressure sensitive)	○
	Ground pass (pressure sensitive)	✕
	Flighted pass (pressure sensitive)	□
	Through ball (pressure sensitive)	△
	Sprint	Hold R1
	Knock ball ahead	Tap R1
	Deliberate dive	Hold R2
	Step over	Hold L1
	Spin	Tap L1
	Shimmey with knock ahead	Hold L2
	Shimmey with close control	Tap L2
	Change in-game strategy (see page 6)	SELECT or right analog stick
	Pause game	START

Advanced Offense - Special Attacking Moves

	Ground pass one-two	⊗ (Double tap)
	One-two with return chip pass	⊗ then tap ▣
	One-two with return through ball	⊗ then tap △
	Give and go	Hold ⊗ - release for return pass
	One touch pass (press as ball approaches target player)	⊗ + ← / → / ↑ / ↓ or left analog stick
	Long pass with after-touch (see page 7)	▣ + ← / → / ↑ / ↓ or left analog stick
	Volley / Header pass (press as ball approaches in the air)	▣ + ← / → / ↑ / ↓ or left analog stick
	Volley, header, or overhead shot (press as ball approaches in the air)	◉ + ← / → / ↑ / ↓ or left analog stick

Defense

	Move player	← / → / ↑ / ↓ or left analog stick
	Switch player	⊗
	Block tackle	◉
	Hook slide tackle	▣
	Two footed slide tackle	△
	Sprint	Hold R1
	Teammate assist	Hold L1
	Goalie rush out	Hold L2
	Deliberate foul	Hold R2
	Change in-game strategy (see page 6)	SELECT or right analog stick
	Pause game	START

WORLD TOUR SOCCER 2003

PLAYING THE GAME

Strategies

Strategies allow you to change your team's offensive and defensive focus during gameplay. During the game, press SELECT or the right analog stick ← / → to cycle through game strategies. As you make your calls, the Strategy symbols shown below will appear on the bottom of the screen.

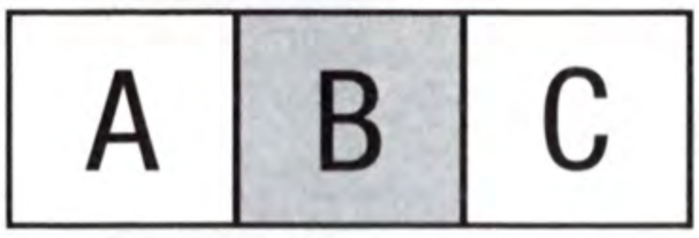
Balanced

All Out Defend

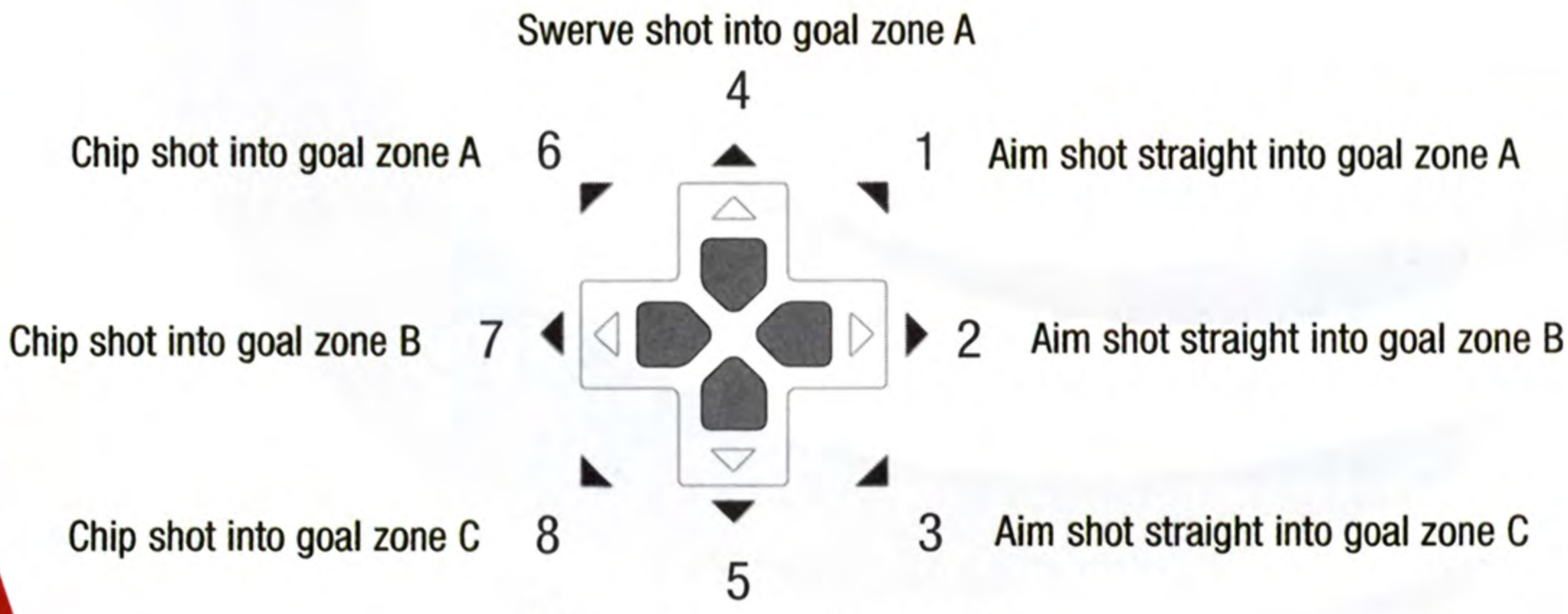
Push Down Center

Counter Attack

Shot Types

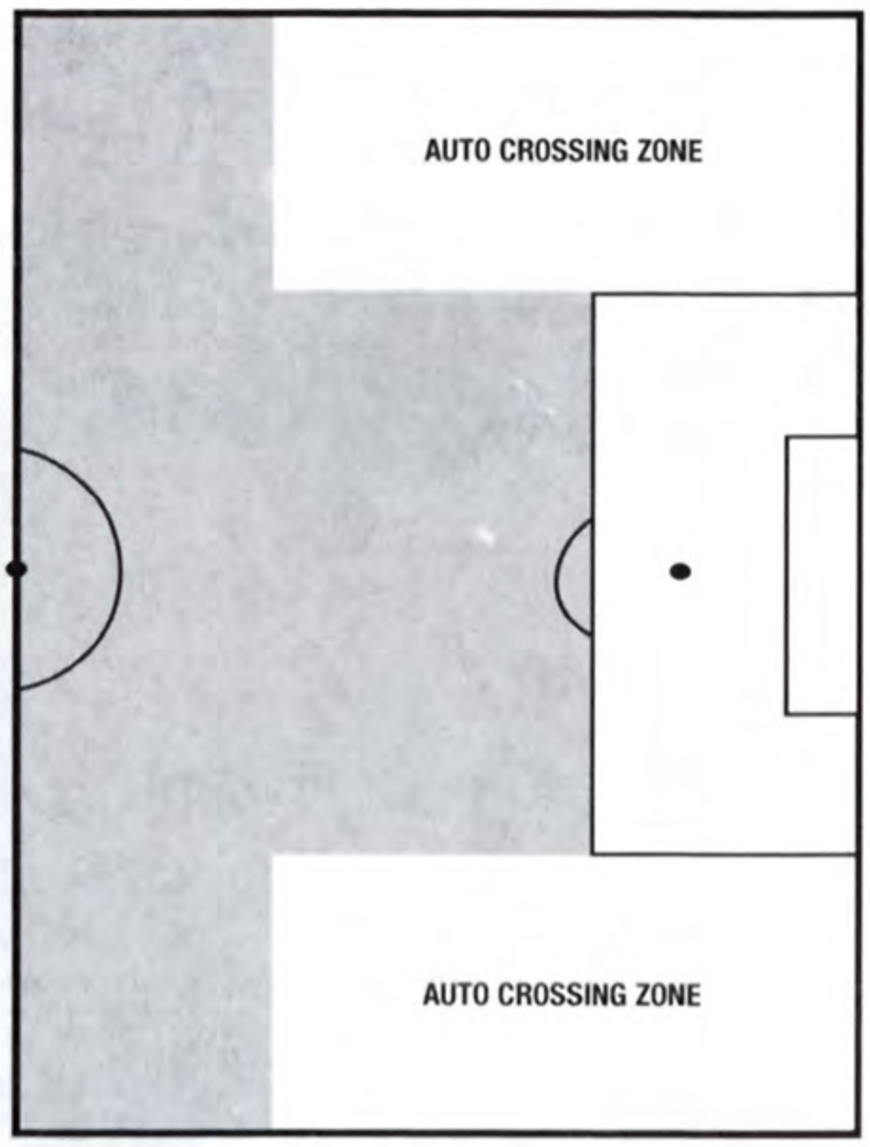


Shot types can be used to try and outplay your opponent's goalie. Letters A, B, and C of the illustration to the left are a representation of each section of the front of the goal. Using the directional pad and the illustration below, you can better place your shots on the net.



Auto Crossing

From the auto crossing zone in your opponent's half of the field, press ● to cross into the 18 yard box (regardless of the direction you are facing). Crosses feature automated after-touch swerve to help direct your pass to an open player.



After-Touch Swerve

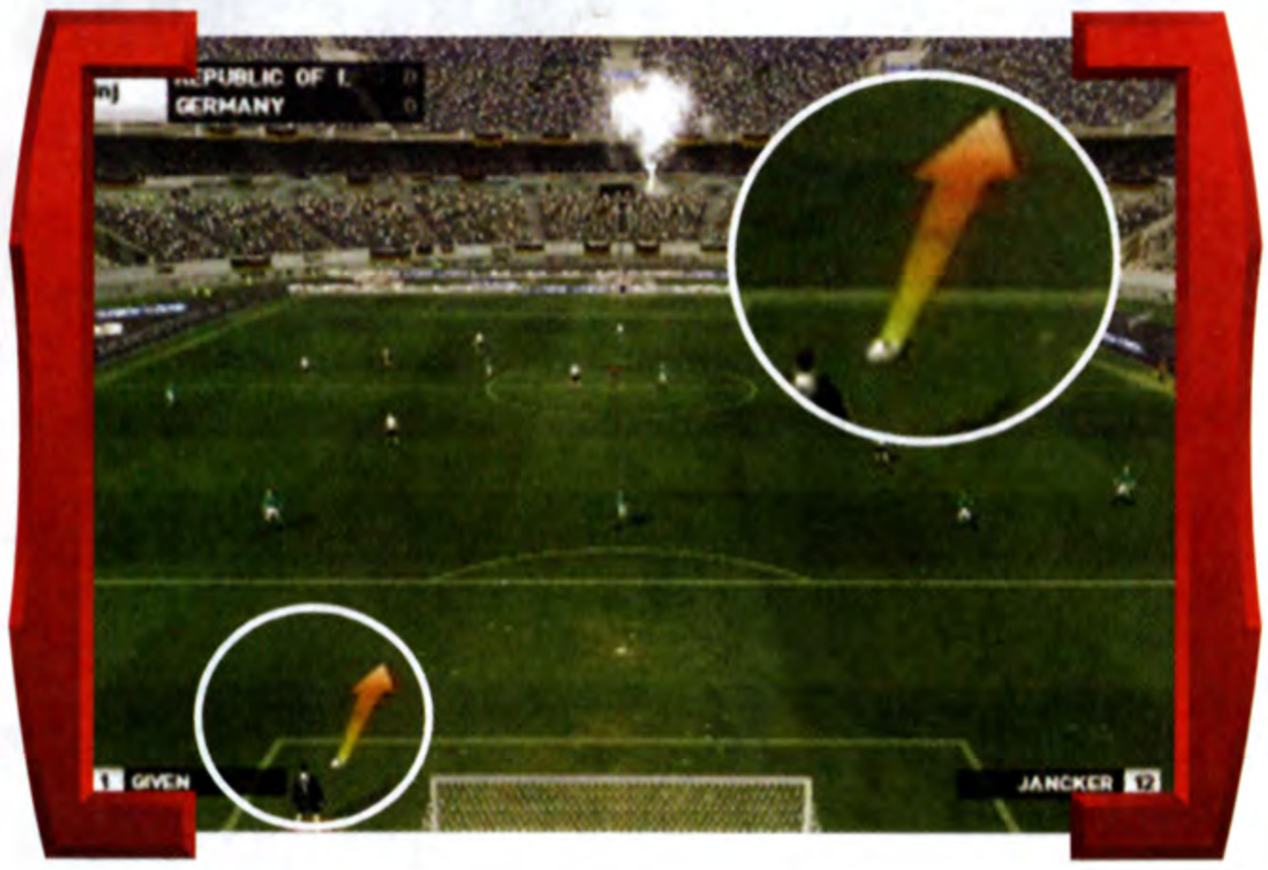
To apply after-touch swerve to long passes, press ● to pass the ball, and then immediately press ← / → / ↑ / ↓ in the direction you want the ball to curve.

Total Control Power Gauge System

At corners, goal kicks, free kicks, and throw-ins, a power gauge directional arrow will be automatically displayed in front of your player.

GOAL KICKS

- Press ← / → to adjust the direction of your pass.
- Press ⊗ to perform a short pass. To perform a long pass, hold ● to activate the power gauge and release your pass. The more the gauge is filled, the further a pass will travel.



THROW-IN

To throw the ball in from the side to a particular player, use Icon Passing. A player can get more distance on his throws by pressing L2 to deactivate Icon Passing, and then by pressing and holding ⊗. See *Icon Passing* on page 8.

WORLD TOUR SOCCER 2003

FREE KICK

If you have a free kick within scoring distance of the goal, you can use the power gauge system to shoot.

- Hold ◉ to fill the power gauge. The amount of fill on the power gauge will determine if it is a low driven shot or a flighted shot.
- To apply after-touch to your shot, as soon as the power gauge begins to fill, press and hold ← / → to curve the ball.

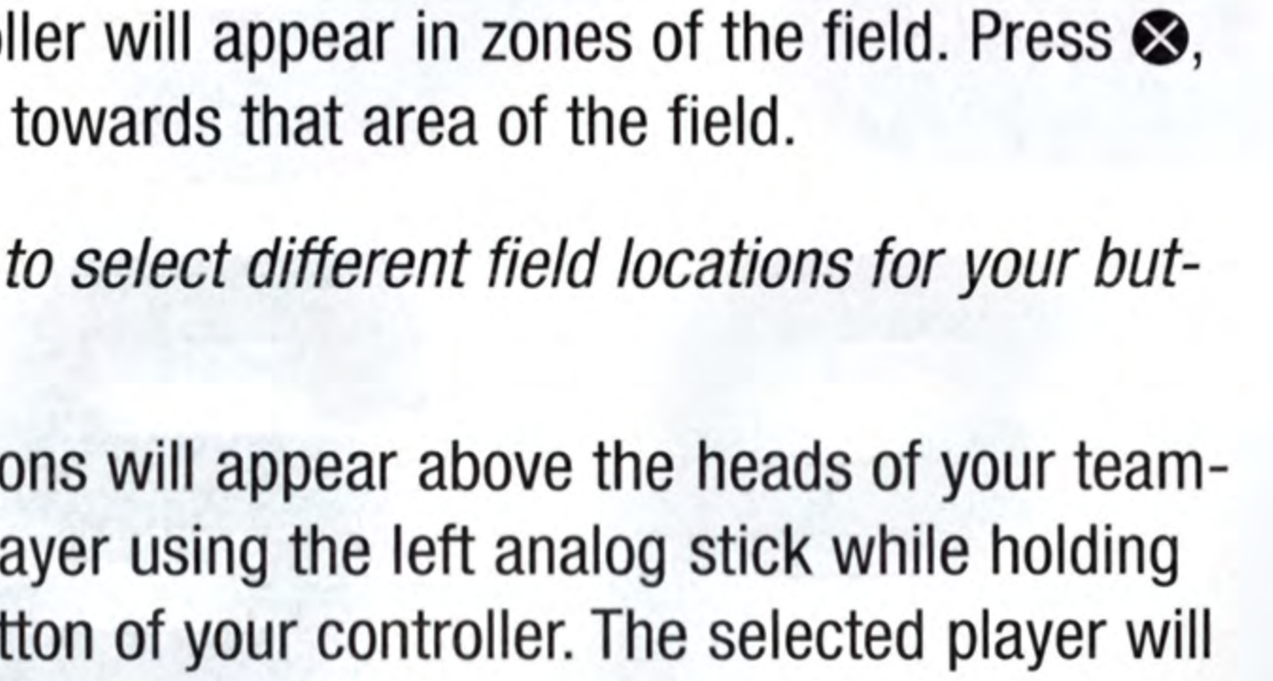
Icon Passing

Before a long kick-in, press L2 to choose the Icon Passing system instead of the Power Gauge system. Button icons that correspond with the buttons on your controller will appear in zones of the field. Press ⊗, ◉, ▢, or △ to aim a pass towards that area of the field.

NOTE: You can press R2 to select different field locations for your button icons.

For a short pass, button icons will appear above the heads of your teammates. Direct the target player using the left analog stick while holding the corresponding icon button of your controller. The selected player will attempt to receive the pass.

Icon Passing allows you to pass the ball to a particular player or certain zones of the field



Penalty Shots

AIMING A PENALTY

Aim towards an area of the goal by pressing ↖, ↙, ↗, or ↘. Not pressing a direction will force a shot straight down the middle.

PENALTY SHOT

After aiming your shot, hold ◉ to start filling the penalty accuracy shot gauge. Release ◉ when the gauge fill reaches the target line. The closer you get to the target line, the greater chance you have of hitting an accurate penalty.

SAVING A PENALTY

Saving a penalty kick is similar to taking one. Choose one of five directions for your goalie to dive by pressing ◉ + ↖, ↙, ↗, or ↘. The directional buttons will force the goalkeeper to dive in a certain direction. Not pressing a direction will keep the goalie in place, standing his ground in an attempt to make a save from anything aimed down the middle.

NOTE: You can press ← / → before the shot is taken to move your goalkeeper left and right along the goal line in an attempt to psyche out the kicker.

PENALTY SHOOT-OUT

If your game ends in a tie after extra time has been played, it will go into penalty shoot-out mode. Both teams take five shots. The winner is the team that converts the most penalties. If after five shots the score is still tied, the game will go to sudden death. The first team to score a penalty shot and then make a save of their opponent's penalty is the winner.

Pause Menu

Press START during a game to bring up the Pause Menu. Available options allow you to make additional changes to your game setup. See *Options* on page 22 and *Team Management* on page 14 for information on menu items not shown here.

CONTINUE MATCH

Return to play the current game where it was paused.

REPLAY

Replay the latest possession. Use the on-screen replay controls to operate the replay function.

MATCH STATS

You can view the stats of the game as the match unfolds.

RESTART MATCH

You can start the current game over at any point during the match.

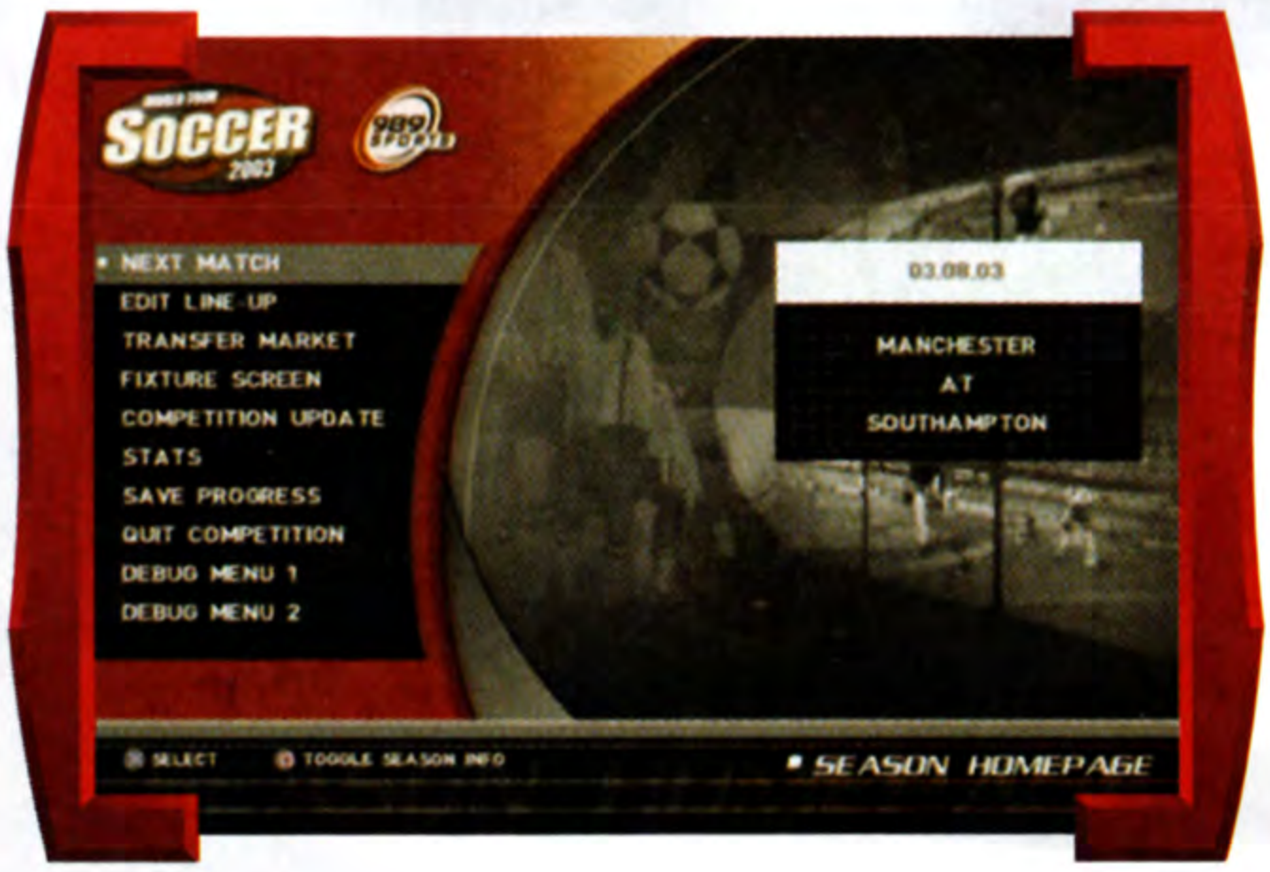
- Press ← / → to select YES from the pop-up box, and then press ⊗ to restart the match.

QUIT MATCH

Quits the current game. If you quit a match during a competition, you will lose the game.

Post-Match Season Homepage

When playing in a Tournament, Season, or League, each match will be followed by a post-match completion screen. From this screen you can view player and management stats, advance to the competition, and more.



- When a game is completed, press ⊗ from the final game screen to bring up the Season Homepage.

USING PROFILES

Up to five individual users can create a profile to a MEMORY CARD (8MB)(for PlayStation 2) where personal game data for Competitions Data, Custom Teams, User Records, Controller Configurations, and Exhibition Mode preferences can be stored for future access.

From the main screen, when you first load World Tour Soccer 2003, you have the option to create a profile or continue on and play without choosing a profile. To use a profile already created, you can load it from the MEMORY CARD (8MB)(for PlayStation 2) option of the Main Menu.

- Press ⬆ / ⬇ to select Create New Profile or Continue Without Choosing a Profile, and then press ⊗ to continue. See *Create Profile* on page 29 for more information.

EXHIBITION MATCH

Exhibition matches are a way to play one game with any two teams. At the start of your Exhibition setup, you will have the opportunity to customize your game options.

Start Game

Continues your game setup. See *Team Selection* on page 13.

Stadium Select

Choose the stadium your game will be played in. Select RANDOM STADIUM to play in a randomly selected stadium for every match.

Difficulty

Choose a difficulty level from Amateur, Pro, World Class, or Master. These player levels determine the offensive and defensive ability of your players.

Match Length

Choose the length of each game. The time length of 4, 6, 8, 10, or 20 minutes represents the length of an entire match.

Time of Day

Set the kick-off time for the match by choosing either DAY, NIGHT, or RANDOM.

Fouls

Fouls, being a part of the game, can be prevented from being called by choosing OFF from this menu option. If a player receives two yellow cards or one red card, he will get kicked out of the game. If a player gets kicked out of the game, his team will be playing a man short.

Offsides

A player is offsides when he is nearer to his opponents' goal line than both the ball and the second to last opponent. To have this penalty implemented during your match, set this option to ON.

Injuries

Like fouls, injuries are a part of the game and can happen at any moment, even to your best players. To keep injuries from occurring during your match, set this option to OFF.

Referee

Select the type of referee that you want calling your game. A FAIR referee will make foul calls but keep the flow of the game moving. A STRICT referee will call every foul he sees. A LENIENT referee will let the players decide the fate of the game and will not call many fouls.

Draw Ruling

Decide the way your match is played if it is tied at the end of regulation. Choose to finish as a tie, play 30 minutes of extra time, or decide on a sudden death golden goal within the extra time.

NOTE: When playing certain pre-set competitions, the following options may be overridden and automatically changed to the competition's appropriate rule: Fouls, Offsides, Injuries, Referee, and Draw Ruling.

Weather

Select the type of weather for your game from CLEAR, OVERCAST, RAIN, SNOW, or RANDOM.

Team Selection

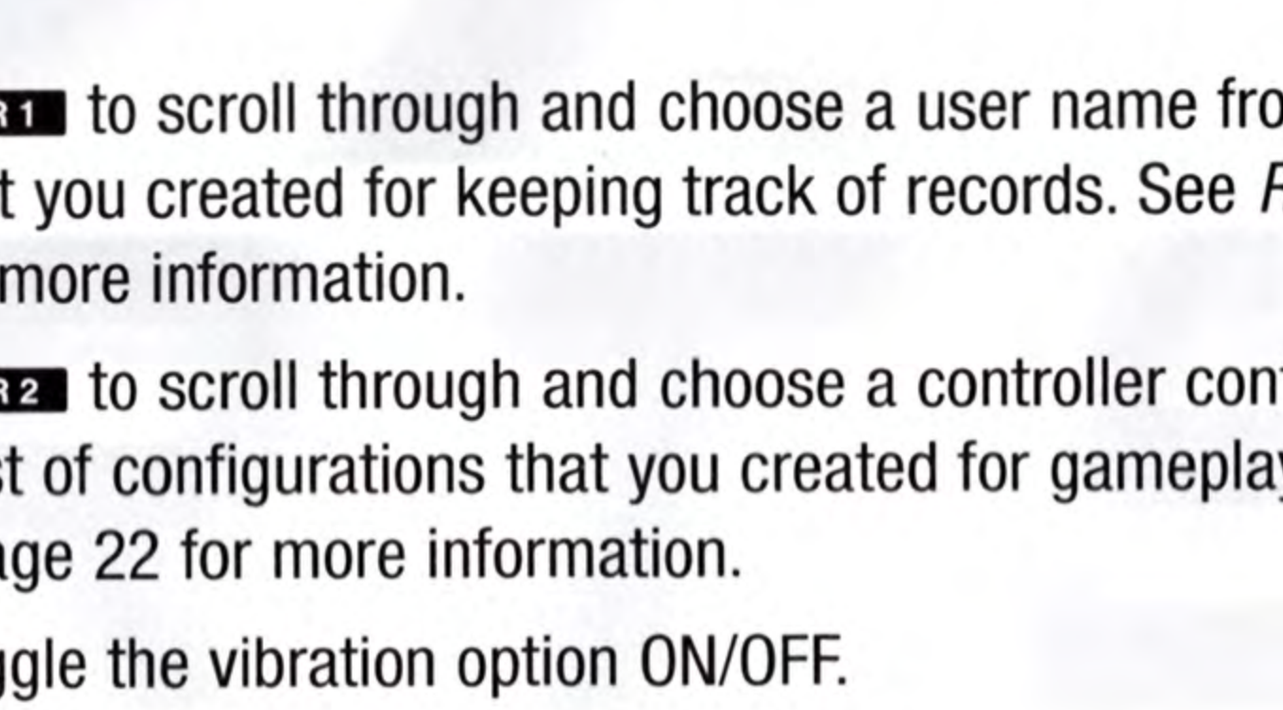
Choose the teams for your match.

- Press ⬆ / ⬇ to select the league option, and then press ⬅ / ➡ to choose a league.
- Press ⬆ / ⬇ to select a Home Team, and then press ⬅ / ➡ to choose a team.
- Press ⬆ / ⬇ to select OK, and then press ⊗ to choose the Home Team.
- Repeat the previous steps to choose an Away Team.

Controller Assign

You will be selecting your team for the match from the controller screen. You can also switch the player switching mode from manual to automatic, choose a user name, choose a controller configuration, and turn the vibration feature ON/OFF.

- Press ⬅ / ➡ to select a team.
- Press ◉ to choose Manual or Automatic player switching during the match. Automatic player switching will occur during the match by always switching you to the player closest to the ball. To move closest to the ball with Manual player switching, you must press ⊗ during gameplay.
- Press L1 or R1 to scroll through and choose a user name from the list of users that you created for keeping track of records. See *Records* on page 30 for more information.
- Press L2 or R2 to scroll through and choose a controller configuration from the list of configurations that you created for gameplay. See *Controller* on page 22 for more information.
- Press SELECT to toggle the vibration option ON/OFF.
- Press ⊗ to continue.



WORLD TOUR SOCCER 2003

Team Management

The Team Management screen allows you to set the team strategies and the line-ups for your game.

- From the Formation, Zone Edit, and Line Edit options, press ⬅ / ➡ to make a change.

FORMATION

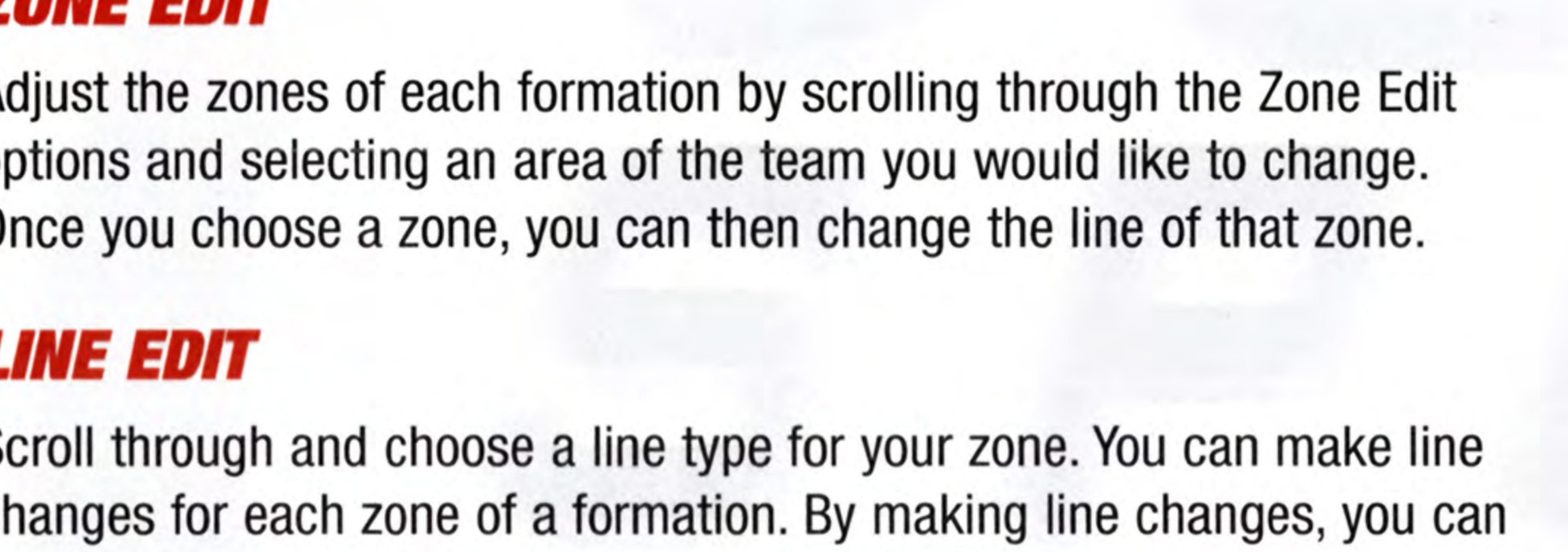
Select from a 4-4-2, 4-5-1, 5-3-2, 5-4-1, 3-4-3, 3-5-2, 4-2-4, or 4-3-3 formation. View the placements of the new formation in the team formation and strategy diagram in the middle of the screen to see if you like the setup.

ZONE EDIT

Adjust the zones of each formation by scrolling through the Zone Edit options and selecting an area of the team you would like to change. Once you choose a zone, you can then change the line of that zone.

LINE EDIT

Scroll through and choose a line type for your zone. You can make line changes for each zone of a formation. By making line changes, you can create a defensive minded or an attack style team.



TEAM ASSIGN

Team Assign is used to make changes to your lineup, alter on-field positions, and assign special responsibilities to players such as choosing a captain and those who will perform free, penalty, and corner kicks. The first 11 players shown on the player list are the team's starters. Those shown in yellow are players available on the bench. Players shown below the bench players are listed as inactive.

To change your starting lineup:

- Press ↑ / ↓ to select a starter, and then press ⊗.
- Press ↑ / ↓ to select a bench player or a player listed as inactive, and then press ⊗ to replace the starter.

To change player positions:

- Press ↑ / ↓ to choose a starter, and then press ⊗.
- Press ↑ / ↓ to select a different starter, and then press ⊗ to make the position switch.

To change player responsibilities:

- Press ↑ / ↓ to select a starter.
- Press SELECT to choose a captain, L1 to choose the free kick specialist, R1 to choose the penalty taker, L2 to choose the left corner kicker, and L2 to make him the right corner kicker.

To compare player stats:

- Press ↑ / ↓ to select a player, and then press ▣ to bring up a player stats box, which will appear in the middle of the screen.
- Press ↑ / ↓ to highlight other players on the roster. Both players' stats will appear in the stats box allowing you to compare a player to the rest of his teammates. The player with the highest skill at a particular stat will have that stat highlighted. Press ← / → to scroll through the complete list of player stats. Press ▣ or △ to deactivate the stats box and return functionality to the team list.
- From the team list, press △ to return to the options at the top of the screen and continue by selecting the Advance to Match option.

NOTE: If you are playing against a human opponent, both players must select Advance to Match to begin.

WORLD TOUR SOCCER 2003

COMPETITIONS

Use Competition Mode to play in National Seasons, Special Competitions, or International Competitions. Highlight each Competition on this menu and press ▣ to view an on-screen description of it. See *Exhibition Match* on page 11 for *Controller Assign* and *Team Management* screen descriptions.

Season

There are 15 National Seasons that you can take part in that can include regular league and club tournaments. As you progress through each year, you can qualify for continental and global club competitions.

- Press ⬆ / ⬇ to highlight Season, and then press ⊗.
- Press ⬆ / ⬇ to highlight a type of Season, and then press ⊗ to continue to the Season Setup.

SEASON SETUP

From the Season Setup, you can customize your game by choosing a home stadium, the difficulty level, match length, and toggle transfers ON/OFF. The Transfer Market only applies in Season Mode. See descriptions of these options under *Exhibition Match* on page 11.

- Press ⬆ / ⬇ to select an option, and then press ⬅ / ➡ to make a choice.
- Press ⬆ / ⬇ to select OK, and then press ⊗ to continue.

Transfers

Transfers allow you to bid on players from other teams and sell players from your team. Each team starts the season with a modest bank balance for purchasing players. A team must have a minimum of 18 players and a maximum of 26 players. Players will age and eventually retire and youth players from the team will eventually replace them.

Player skills will vary with age and form, which will directly affect their transfer value. If you make a bid and it is accepted, the player will be added to your team. You will only be able to sell players when you receive a bid for them. A news message appearing on the Season Homepage after a match will inform you of any bids for your players.

Before progressing to the next match you must go to the Transfer Market and deal with any pending inquiries in the Transfer Update Menu. You can either choose to Refuse, Consider, or Accept a bid. If you Consider the bid, you will have time to check your team status or see if there is a suitable replacement on the Transfer Market. After completing the next match, you will have to decide on whether to Refuse or Accept the bid. If you Accept the bid, that player will leave your team and the money will be moved into your account immediately.

TEAM SELECTION

If the type of Season you have chosen has multiple leagues, first be sure to select a league and then choose your team. After selecting your team:

- Press ⬆ / ⬇ to select OK, and then press ⊗ to continue.

SEASON HOMEPAGE

Next Match

Next Match will advance you to the Controller screen.

Edit Line-Up

Edit your starting line-up and change your team strategies. See *Team Management* on page 14 for more information.

Transfer Market

The Transfer Market is where you can bid for a player on any team or in any league, but first you need to search for a player. From this screen, you can narrow your search for a player down to specific types of players. For instance, you can focus your search on players from 17-20 years old that have a player value of $500,000-$999,999 and play for team San Luis from the Mexican League. The results of your search will depend on the criteria you enter.

- Press ⬆ / ⬇ to choose a search option, and then press ⬅ / ➡ to change the type.
- Press ⬆ / ⬇ to select Search Now, and then press ⊗. The search results will show every player that fits your selected criteria.
- Press ⬅ / ➡ / ⬆ / ⬇ to browse the results grid in an attempt to find the right player for your team. You can press ◉ to sort a highlighted category, organizing the player list from best to worst or highest to lowest.

- Press ⬆ / ⬇ to highlight a player that you would like to make a bid on, and then press ⊗ to continue to the Make Bid screen. From this screen you will have the opportunity to look over the player's stats one last time before making a bid.
- Once satisfied that this is your player, press ⬅ / ➡ to choose a bid number. Player bids will be accepted or rejected based on your selection. If a bid is too low, the bid most likely will get rejected, although it may be worth a shot at landing a great player for a modest bid. Be careful not to overbid. You only have a certain amount of funds available for the Season.

Before making a bid, be sure to check your available funds

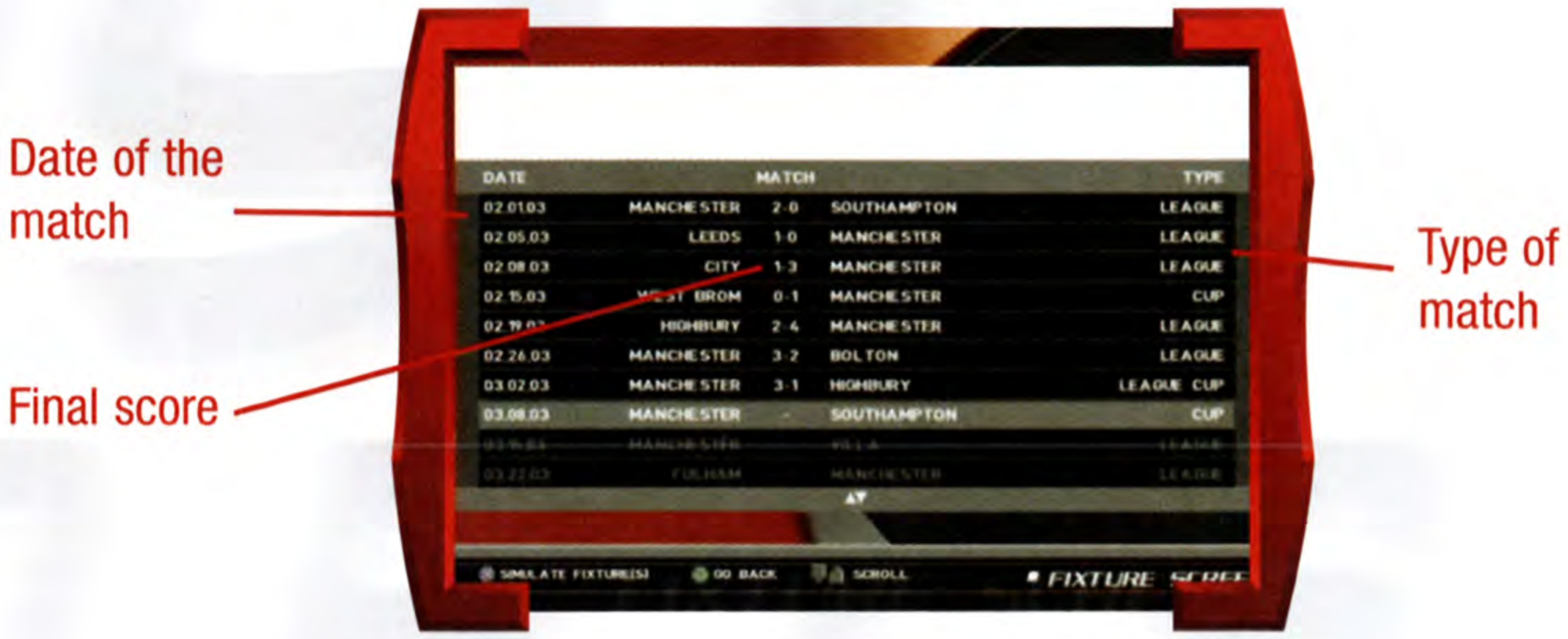
Don't over bid for a player – check his value first

- Press ⊗ when you have chosen a bid amount.
- Press ⬅ / ➡ from the Confirm screen to select YES, and then press ⊗ to confirm your bid. If your bid is declined, you have the option to submit a new bid. If you submit three bids on one player and they are all rejected, you will not be able to enter another bid for six months.
- If your bid is accepted, you will be prompted to assign him a shirt number. Press ⬅ / ➡ to assign his shirt number, and then press ⊗ to move back to the Season Homepage.

Fixture Screen

The Fixture Screen shows the team's schedule for the Season. Although games must be played in order of the schedule, you can simulate as many games as you like. If you simulate a lot of games you will sometimes find that cup competitions will be drawn in the intervening dates. If this is the case, the games will be simulated up to the point that the cup competition was drawn and you will have the chance to either play the game yourself or initiate another simulation. This feature is in place to prevent you from inadvertently simulating a cup fixture that you were previously unaware of. To simulate games:

- Press ⊗ to activate simulation mode. A bar labeled Simulation Start will appear above the next match that you have to play.
- Press ⬆ / ⬇ to move the second bar, labeled Simulation Finish, to select the number of games you want to simulate. All of the games between the two bars will be simulated when you press ⊗.
- Press ⬆ / ⬇ to view the entire schedule of matches.



Competition Update

View the league or cup competition standings and match results from the Competition Update Menu.

- Press ⬅ / ➡ to select a competition, and then press ⊗.
- Press ⬆ / ⬇ to view the entire list of the standings grid.

Stats

Stats include all player and management stats for the Competition.

Save Progress

Save your team's progress throughout the Season by creating a new save or overwriting an existing file that had been previously saved.

- Press ⬆ / ⬇ to highlight an option, and then press ⊗.

Quit Competition

Quits the current Competition and returns you to the Main Menu.

- Press ← / → to chose YES from the pop-up box, and then press ⊗ to quit the competition.

Competitions

Play in an international competition by choosing from the World Championship, the Euro Cup, the South Americas Cup, the Americas Cup, the Africa Cup, and the Asia/Oceania Cup.

HUMAN TEAMS

- After choosing a Competition from the Number of Humans screen, press ← / → to select the number of human players for the Competition. The CPU will control the rest of the teams involved.
- Press ⊗ to continue. If a Competition has a league selection option, press ← / → to choose a league.
- Press ↑ / ↓ to select the team option, and then press ← / → to choose a team to add to the Competition.
- Press ⊗ to add the team to the Competition.
- Press ↑ / ↓ to select OK, and then press ⊗ to continue.

CPU TEAMS

CPU teams will already be selected for your Competition. However, you will be given the opportunity to make changes to these selections. Once your Human Teams are selected, you will move to the CPU Teams screen. There are a number of ways to change the list of CPU teams.

Delete Mode

Delete Mode allows you to delete any team from the list. You can delete or add as many teams as you like to and from the Competition.

- Press ◉ to enter the team grid in delete mode.
- Press ⬆ / ⬇ to select a team, and then press ⊗ to delete it. This will create an empty slot to choose a different team.
- Press △ to exit the team grid, and then press ⬆ / ⬇ to choose the league and/or team option.
- Press ⬅ / ➡ to choose a new team, and then press ⊗ to enter it into the Competition.
- When you are finished, press ⬆ / ⬇ to select OK, and then press ⊗ to continue to the Competition Setup. See *Season Setup* on page 16 for more information.

Custom/Special

Custom and Special Competitions include a number of stand alone leagues and tournaments. It also features the Custom option, which allows you to create your own competition. See *Competitions* on page 16 for more information on setup screens.

CUSTOM

Custom allows you to create a tournament designed to your specifications. Choose either a league or cup format.

Cup Options

Customize your Cup Competition by choosing the number of legs, number of teams, cup format, replay option, and the extra time format.

League Options

Customize your League Competition by choosing the number of teams and the league format.

TIMEWARP CUP

This is an exciting cup competition featuring 21 teams from across five decades.

TIMEWARP LEAGUE

The Timewarp League allows you to take control of the greatest teams of all time and play within a league format.

WORLD TOUR SOCCER 2003

SUPERTEAM CHAMPIONSHIP

Each continent is represented by a superteam, made up of its greatest players. Also included is a World All-Stars team. The teams battle it out in an intense league competition.

Career Mode

Develop a young school team until they are ready to compete with the best teams in the world. Although you cannot enter a previously customized team into the Career Mode, you are given the chance to make cosmetic changes to the team name, manager name, the kit and the player appearances when you select your team. This allows you to create a team comprised of you and your friends.

Challenge Mode

The Challenge Mode allows you to play a match and receive a score on your performance. The better your personal performance, the higher your score. At the end of the match you will receive a score and a password to enter on the World Tour Soccer 2003 website at www.989sports.com where you could win great prizes.

OPTIONS

Controller

Change the control configuration for up to eight controllers. All configurations will be saved to your profile. Once you have confirmed your new controller configuration, you will have the opportunity to name it for your profile. You can name each of your custom configured controllers differently.

- Press ← / → from Controller Config to choose a controller.
- Press ↑ / ↓ to select Edit, and then press ⊗ to enter the control grid.

- Press ↑ / ↓ to select a control configuration, and then press ← / → to change it. You must make the same button change to a defensive control as you made to an offensive control.
- When finished, press △ to return to the options on the top of the screen.
- Press ↑ / ↓ to select Confirm, and then press ⊗ to accept your changes. You can return to the default controls by selecting Return to Default and pressing ⊗.

Choose any button on your controller to use for a game action

Audio Menu

Audio Options allow you to set the volume levels and sounds of the game.

COMMENTARY VOLUME

- Press ← / → to adjust the volume of the in-game commentary.

SFX VOLUME

- Press ← / → to alter the volume of the in-game sound effects.

MUSIC VOLUME

- Press ← / → to alter the volume of the music.

SOUND

- Press ← / → to turn the sound OFF or select Mono or Stereo sound.

Display Menu

CLOCK

Choose ON or OFF for the clock display on the screen during the game.

SCORE

Choose ON or OFF for the score display on the screen during the game.

PLAYER NAMES

Choose ON or OFF to view the names of the players nearest to the ball.

REPLAY

Choose ON to automatically show a replay each time a goal is scored or OFF to return to the center circle.

STATS

During the match, different statistics are displayed at regular intervals, including goal scorers' names and the corner count. Choose ON to view these statistics.

WIDE SCREEN

Choose ON or OFF to set the display to wide screen mode.

RADAR

Choose ON or OFF for the Radar to appear during a match. Radar is a small window that will appear at the bottom of the screen during game-play. It will show the entire field and the position of all the players.

The radar diagram will be shown at the bottom of the game screen

CENTER SCREEN

Press ← / → / ↑ / ↓ to position the game screen. Press △ to reset to the default screen position or press ⊗ to confirm your changes.

Camera

Set the view and position of the camera for the game.

CUSTOM TEAMS

The Custom Teams feature allows you to edit an existing team, load a saved team, delete a team, and reset a team from a MEMORY CARD (8MB)(for PlayStation 2).

Once saved to your MEMORY CARD (8MB)(for PlayStation 2), all changes will be automatically restored and loaded into a resumed competition.

Edit Team

Once you've selected a team from the Edit Homepage, select one of the following options to make changes.

TEAM

The team option enables you to make changes to a team's name, the manager name, the team line-up, and the team uniform.

Team Name/Manager Name

Use the on-screen naming system to change the team and manager name.

Edit Line-Up

Change the team's starting eleven or alter its captain and specialty kickers. You can also change the team's game strategies from this screen. See *Team Management* on page 14 for more information.

Edit Team Uniform

Each uniform can be given several layers of design and color for both the home and away styles and can be overlaid to your specifications. Once you choose the number of layers for your uniform, you'll be able to begin the design process.

Layer 0 applies only to the base color of the uniform. You cannot apply a design to Layer 0, only change its color by using the edit color function. Select all other layers to change the design and color until you like the look of the uniform.

NOTE: Each subsequent design is layered over the previous design (e.g., Layer 2's design will be placed over Layer 1's design).

- Press ↑ / ↓ to choose the part of the uniform that you want to change.
- Press ← / → to make your selection. At any point, press L1 / R1 to rotate your player model and view the entire uniform.
- Press ↑ / ↓ to choose Uniform Part, and then press ← / → to choose a part of the uniform to alter. You can change the design and/or color for most uniform parts. When you select the Badge option to alter a team crest, the badge position is the only option available. You can choose from Center, Left, or Right to place the badge on the shirt. The badge position will be consistent between the Home and Away uniforms as well as the Keeper and Outfield player uniforms.
- Press ↑ / ↓ to select Design, and then press ← / → to cycle through individual designs.
- Press ↑ / ↓ to select Edit Color to change the color of the design types.
- Press ⊗ to activate the color selection chart.
- Press L2 or R2 to change the color palette.
- Press ↑ / ↓ / ← / → to select a new color, and then press ⊗ to accept the color and exit the chart.
- When you have completed your uniform design, press △ to return to the Team Edit Menu.

Change your uniform style and colors – view the player model to watch your changes take effect

Team Flag

Like the team uniform, each flag can be given several layers of design and color. Layer 0 applies only to the base color of the flag. You cannot apply a design to this layer, only change its color by using the edit color function.

Layers 1 and 2 are where you can build up the design and color elements of the flag. Select Layer 1 and change the design and color to your requirements. Repeat the process for each additional layer.

NOTE: Like the team uniform, each subsequent design is layered over the previous design (e.g., Layer 2's design will be placed over Layer 1's design).

Follow the instructions under *Edit Team Uniform* on page 25 to make changes to your team flag.

PLAYER

Use the Player option to edit a player's skills and appearance or delete a player from a team and replace him with a player from a different team.

- Press ⬆ / ⬇ to move through the roster and highlight a player to customize.
- Press ⊗ to advance to the Player Edit screen.

Edit Player Name

Use the onscreen naming system to change the name of your player.

Foot/Shoe Color/Height/Weight

- Press ⬆ / ⬇ to select one of these menu options, and then press ⬅ / ➡ to make a new selection.

Player Skills

Adjust the skill level of your player by altering his ability for each skill. Outfield players have 20 skill attributes and goalkeepers have 5.

- Press ⬆ / ⬇ to select a skill attribute, and then press ⬅ / ➡ to change the levels for each attribute. As you lower a skill level, the Remaining Skill level bar will increase, giving you an opportunity to increase other skill attributes.
- When you have completed your adjustments, press △ to return to the Player screen.

WORLD TOUR SOCCER 2003

Player Appearance

You can customize the appearance of each player by changing his ethnic origin, skin tone, face type, head shape, hair style, hair color, facial hair style, facial hair color, and eye color. At any point during the editing process, press L1 / R1 to rotate your player model to get an entire view of his appearance.

- Press ⬆ / ⬇ to highlight each attribute, and then press ⬅ / ➡ to make a selection.
- When you have completed your adjustments, press △ to return to the Player Edit Menu.

NOTE: Certain star player faces are created by a special graphic system in order to achieve the highest possible level of graphical realism. Their faces cannot be customized in the Edit Player Appearance screen. However, you can still customize all of their other attributes.

Replacing a Player

To replace a player on the team:

- Press ⬆ / ⬇ to highlight a player, and then press ◉, which will activate a league, team, and player option at the top of the screen.
- Press ⬆ / ⬇ to select the league option, and then press ⬅ / ➡ to choose a league.
- Press ⬆ / ⬇ to select a team, and then press ⬅ / ➡ to choose a team.
- Press ⬆ / ⬇ to select OK, and then press ⊗.
- Press ⬅ / ➡ to choose YES from the pop-up box, and then press ◉ to confirm your player replacement.
- Press △ to move back to the Edit Homepage.

SAVE CHANGES

Save all of your team and player changes to your MEMORY CARD (8MB)(for PlayStation 2). Once saved you can load custom teams for future competitions.

Load Team

To load a previously saved team from your MEMORY CARD (8MB) (for PlayStation 2):

- From the Load Team screen, press ← / → to choose a team or all custom teams, and then press ⊗.
- Press ← / → to select YES from the pop-up box, and then press ⊗ to load the team(s).

Delete Team

To delete a previously saved team from your MEMORY CARD (8MB) (for PlayStation 2):

- From the Delete Team screen, press ← / → to choose a team or all custom teams, and then press ⊗.
- Press ← / → to select YES from the pop-up box, and then press ⊗ to delete the team(s).

Reset Teams to Default

Choosing Reset Teams to Default will reset all teams to their default settings. To reset all previously saved teams from your MEMORY CARD (8MB)(for PlayStation 2):

- From the Reset Teams to Default screen, press ← / → to choose a team or all custom teams, and then press ⊗.
- Press ← / → to select YES from the pop-up box, and then press ⊗ to reset the team(s).

MEMORY CARD (8MB)(FOR PLAYSTATION 2)

Use the MEMORY CARD (8MB)(for PlayStation 2) to load or delete a competition or load or create a profile. Refer to the load and delete items above for more information.

Create Profile

A profile is where personal Competition data, Custom Teams, User Records, Controller Configurations, and Exhibition Mode preferences can be stored for future access. At any time, you can create a profile and load it for use. When you create a profile, you will simply enter a name for it. Once the name is entered, the profile will by saved. To use your profile, all you have to do is load it from the MEMORY CARD (8MB)(for PlayStation 2).

WORLD TOUR SOCCER 2003

RECORDS

Trophy Cabinet

The Trophy Cabinet screen displays the hardware you have won at different difficulty levels. It will also house the details of any secrets and cheat codes you may have unlocked.

- Press ⬆ / ⬇ to highlight the difficulty and tournament set options, and then press ⬅ / ➡ to make a choice.
- Press ⊗ to move to the Trophy Cabinet.
- Press ⬅ / ➡ / ⬆ / ⬇ to highlight a trophy and view its competition data.

User Records Options

The Create New Record function allows you to enter up to eight user names which can then be assigned to specific Controllers on the Controller Select screen. The View User Records screen displays results of matches between users. This allows you to keep track of your results against other players. Once you have created a user record you will have the option to edit its name or delete it. Editing the user name will retain the user's game statistics. Deleting it will remove the name from the user list and from the View User Records screen.

Management Stats

Management Stats include your career history for all of the teams you have managed. To view these stats:

- Press ⬅ / ➡ to select the league and team, and then press ⊗ to enter the stats grid.
- Press ⬆ / ⬇ to view the entire list of stats.

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"In These Shoes" Performed by Kirsty MacColl, Produced by Pete Glenister / Kirsty MacColl / Dave Ruffy. Mixed by Jeremy Wheatley. Written by Kirsty MacColl and Peter Glenister. Contains a sample of "Spanish Grease" written by William Correa and Melvin Lastie and performed by Willie Bobo courtesy of Verve Records by arrangement with Universal Music Special Markets/Acerco Music/Adormel Music. (P) 1999 V2 Records Limited. Taken from the album "Tropical Brainstorm" by Kirsty MacColl.

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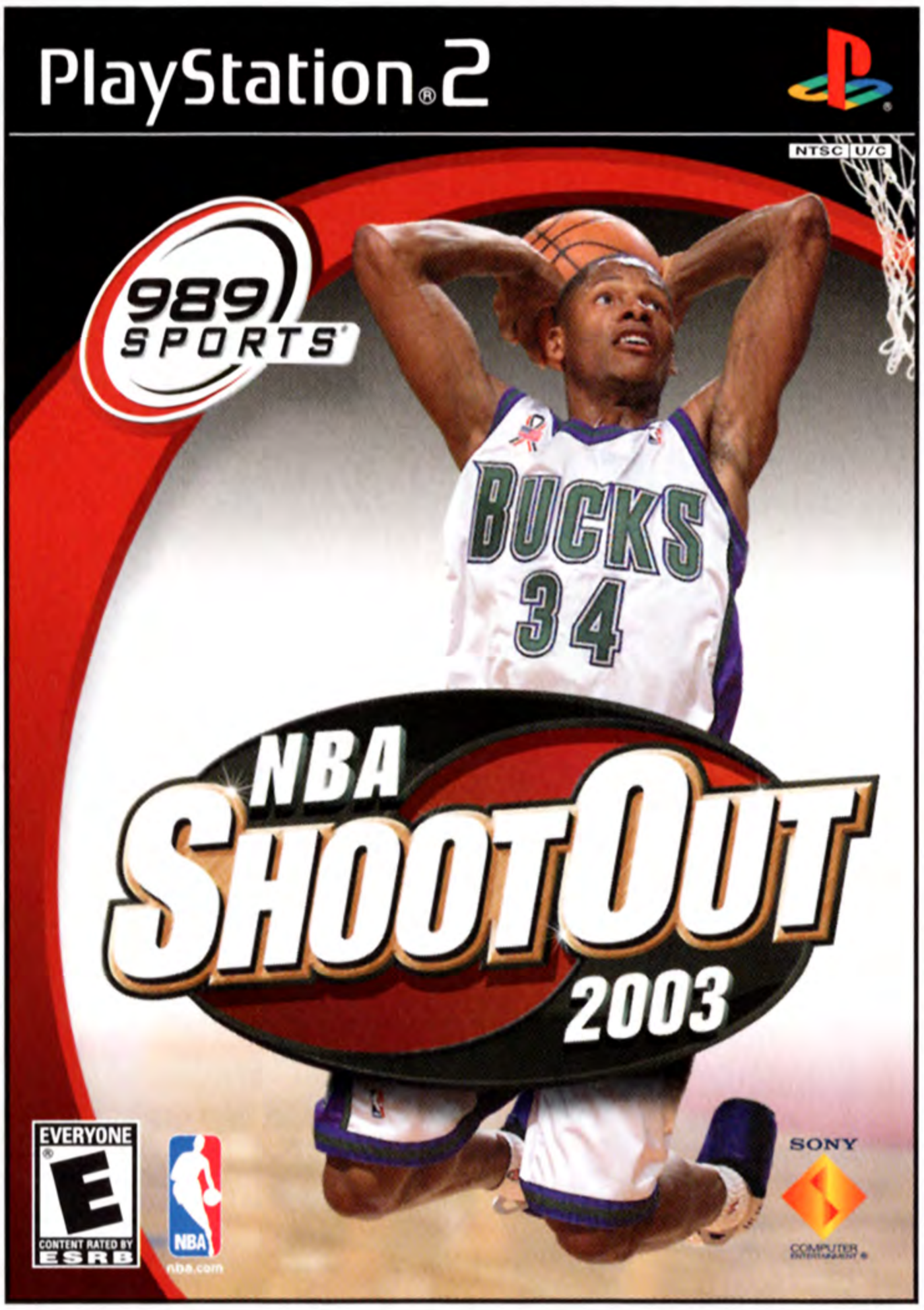

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